

(e) reproduction facilities, at each workstation, configured to reproduce one or more of the visual information and captured voices and/or images; and

(f) a storage system configured to

(i) store the data, audio and/or video signals so that

(1) one or more of them can [be] subsequently be retrieved and

(2) the respective visual information, captured voice and/or image played back

(3) in a synchronized manner.

22. The system of Claim 21, wherein the visual information is:

(a) a snapshot;

(b) information associated with an applications program; or

(c) a real-time display of video images.

23. The system of Claim 22, wherein either the data, audio or video signals can be used as a timing reference to synchronize the play back.

24. The system of Claim 23, wherein time codes can be assigned to the data, audio and/or video signals during storage to facilitate synchronizing the play back.

25. The system of Claim 24, further comprising annotation tools at each workstation that can be used by the users to annotate the visual information and captured voices and/or images.

26. The system of Claim 25, wherein the visual information can be interactively shared among the users over the data network.

27. The system of Claim 26, wherein a user can use the time codes to selectively access and play back certain portions of the stored visual information and captured voices and/or images.

28. The system of Claim 27, wherein the user can annotate the certain portions of the visual information and captured voices and/or images.

29. The system of Claim 28, wherein the user can cause the accessed visual information and captured voices and/or images to be played back at a workstation during an ongoing videoconference, data conference or combined videoconference and data conference.

30. (Once Amended) A method of making and storing a multimedia message, comprising the steps of:

(a) capturing the image and/or voice of a workstation user at an associated workstation; (b) creating data signals, representing visual information other than the captured image, during the step of capturing;

(c) reproducing, one or more of the visual information and captured image at the workstation; and

(d) storing the data, audio and/or video signals [so that] for

(i) [one or more of them can be] subsequent[ly retrieved] retrieval and

(ii) playback

(1) of the associated visual information and captured image and/or voice [played back]

(2) in a synchronized manner.

31. The method of Claim 30, wherein the visual information is:

- (a) a bitmap;
- (b) information associated with an applications program;
- (c) a real-time display of video images; or
- (d) textual information.

32. The method of Claim 31, further comprising the step of providing annotation tools at the workstations so that a user can annotate the visual information prior to the step of storing.

33. The method of Claim 32, wherein the data, audio or video signals can be used as a timing reference to synchronize the play back.

34. The method of Claim 33, wherein time codes can be assigned to the data, audio or video signals to facilitate synchronizing the play back.

35. The method of Claim 34, further including the step of causing the multimedia event to be transferred to a selected user as a multimedia mail message such that the selected user can initiate the play back of the visual information and captured voice and/or image at the selected user's associated workstation.

36. The method of Claim 35, wherein the retrieval and play back can be initiated by the selected user during an ongoing videoconference, data conference or combined videoconference and data conference.

37. The method of Claim 36, wherein a user can use the time codes to selectively access and play back certain portions of the stored visual information captured voices and/or images.

38. The method of Claim 37, wherein the user can edit and/or annotate the certain portions of the visual information and captured voices and/or images.

39. (Once Amended) A method of storing a collaborative multimedia event, comprising the steps of:

- (a) capturing the image and/or voice of a plurality of workstation users at an associated plurality of workstations;
- (b) generating data signals, representing visual information other than the captured image, during the step of capturing;
- (c) sharing, interactively, the visual information among the plurality of participants;
- (d) reproducing, one or more of the visual information, captured images and/or voices at the workstations as a multimedia event; and
- (e) storing the data, audio and/or video signals [so that] for
 - (i) [one or more of them can be] subsequent[ly retrieved] retrieval and
 - (ii) playback

(1) of the associated visual information and captured images and/or

voices [played back];

(2) in a synchronized manner.

40. The method of Claim 39, wherein the visual information is:

- (a) a snapshot;
- (b) information associated with an applications program; or
- (c) a real-time display of video images.

41. The method of Claim 40, further comprising the step of using either the data, audio or video signals as a timing reference to synchronize the play back.

42. The method of Claim 41, wherein time codes can be assigned to the data, audio and/or video signals during storage to facilitate synchronizing the play back.

43. (Once Amended) The method of Claim [23] 42, further comprising the step of providing annotation tools at each workstation that can be used by the users to annotate the visual information.

44. The method of Claim 43, further comprising the step of using the time codes to selectively access and play back certain portions of the stored visual information and captured voices and/or images.

45. The method of Claim 44, further comprising the step of editing and/or annotating the certain portions of the visual information and captured voices and/or images.

46. The method of Claim 45, wherein the user can cause the visual information and captured voices and/or images to be played back at the workstations during an ongoing videoconference, data conference or combined videoconference and data conference.

47. (Once Amended) A multimedia system, comprising:

- (a) AV capture tools configured to capture the image and/or voice of a workstation user;
- (b) means for creating data signals, representing visual information other than the captured image, during the step of capturing;
- (c) reproduction facilities configured to reproduce one or more of the visual information and captured image at a workstation; and
- (d) a storage system configured to
 - (i) store the data, audio and/or video signals so that one
 - (1) or more of them can [be] subsequently be retrieved and
 - (2) the respective visual information and captured image and/or voice played back
 - (3) in a synchronized manner.

48. The system of Claim 47, wherein the visual information is:

- (a) a bitmap;
- (b) information associated with an applications program;

- (c) a real-time display of video images; or
- (d) textual information.

49. The system of Claim 48, wherein the data, audio or video signals can be used as a timing reference to synchronize the play back.

50. The system of Claim 49, wherein time codes can be assigned to the data, audio or video signals to facilitate synchronizing the play back.

51. The system of Claim 50, further comprising annotation tools, operable by a user to annotate the visual information captured voice and/or image.

52. The system of Claim 51, wherein a user can cause the multimedia event to be transferred to a selected user as a multimedia mail message such that the selected user can initiate the play back of the visual information and captured voice and/or image.

53. The system of Claim 52, wherein the retrieval and play back can be initiated by a participant of an ongoing videoconference, data conference or combined videoconference and data conference.

54. The system of Claim 53, further comprising the step of using the time codes to selectively access and play back certain portions of the stored visual information captured